WINTER SPORTS
THE NEXT CHALLENGE 2

EVERYONE

CONTENT RATED BY ESRB

conspiracy ENTERTAINMENT
www.conspiracygames.com

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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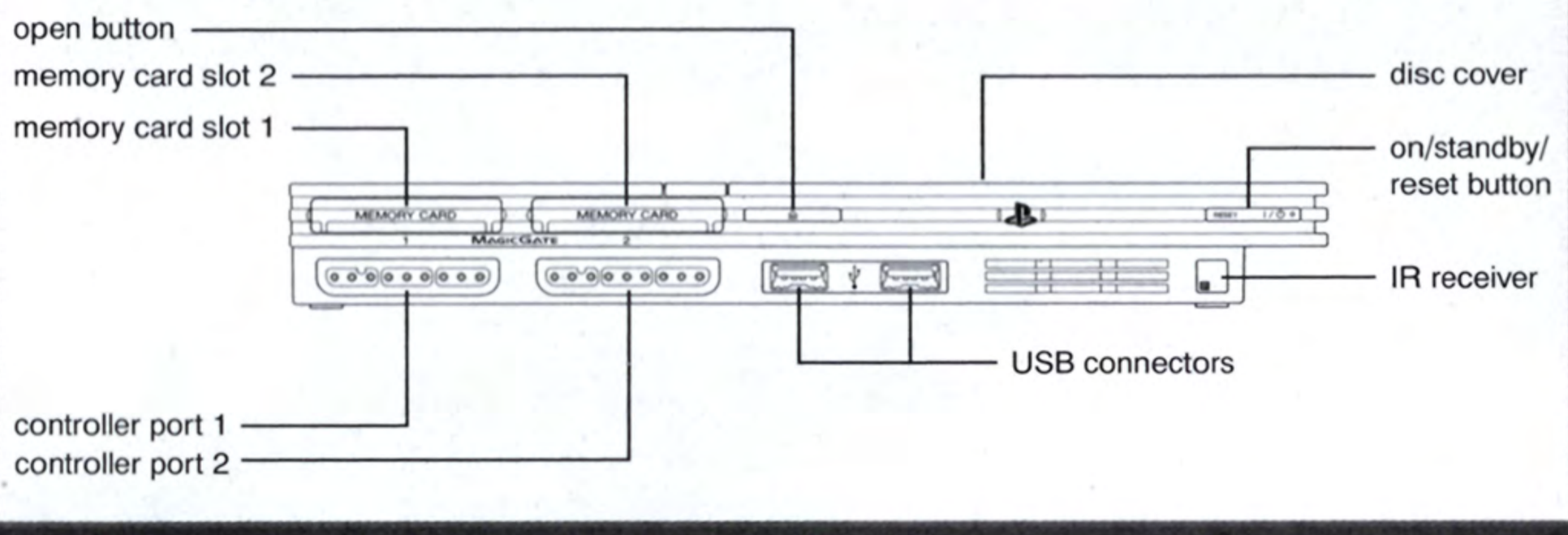
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green).

Insert the WINTER SPORTS 2 disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) for PlayStation®2

To save game settings and progress, insert a memory card (8MB) for PlayStation®2 into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) for PlayStation®2 containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

PREFACE/INTRODUCTION

01 PREFACE

Welcome to the world of winter sports! **Winter Sports 2** invites you to go for records in ten main disciplines: Halfpipe Snowboarding, Alpine Skiing, Ski Jumping, Speed Skating, Biathlon, Bobsleigh, Luge, Skeleton, Figure Skating and Curling. Compete with your friends by playing one after the other or by using a Split-Screen to face each other directly. Or challenge the computer and attain the highest position on the victory rostrum!

02 INTRODUCTION

1. Set up your PlayStation®2 console as described in the instructions manual. Connect the analog controller (DUALSHOCK®2) and any other accessories BEFORE you switch on the console.
2. Switch ON the console by pressing the MAIN POWER switch.
3. Press the ⏻/RESET button. If the ⏻ indicator is green, press the ⏏ button to open the disc tray.
3. Insert the Winter Sports 2 DVD with the inscription on top into the disc tray. Press the ⏏ button to close the disc tray.
4. Follow the on-screen instructions and read the instruction manual

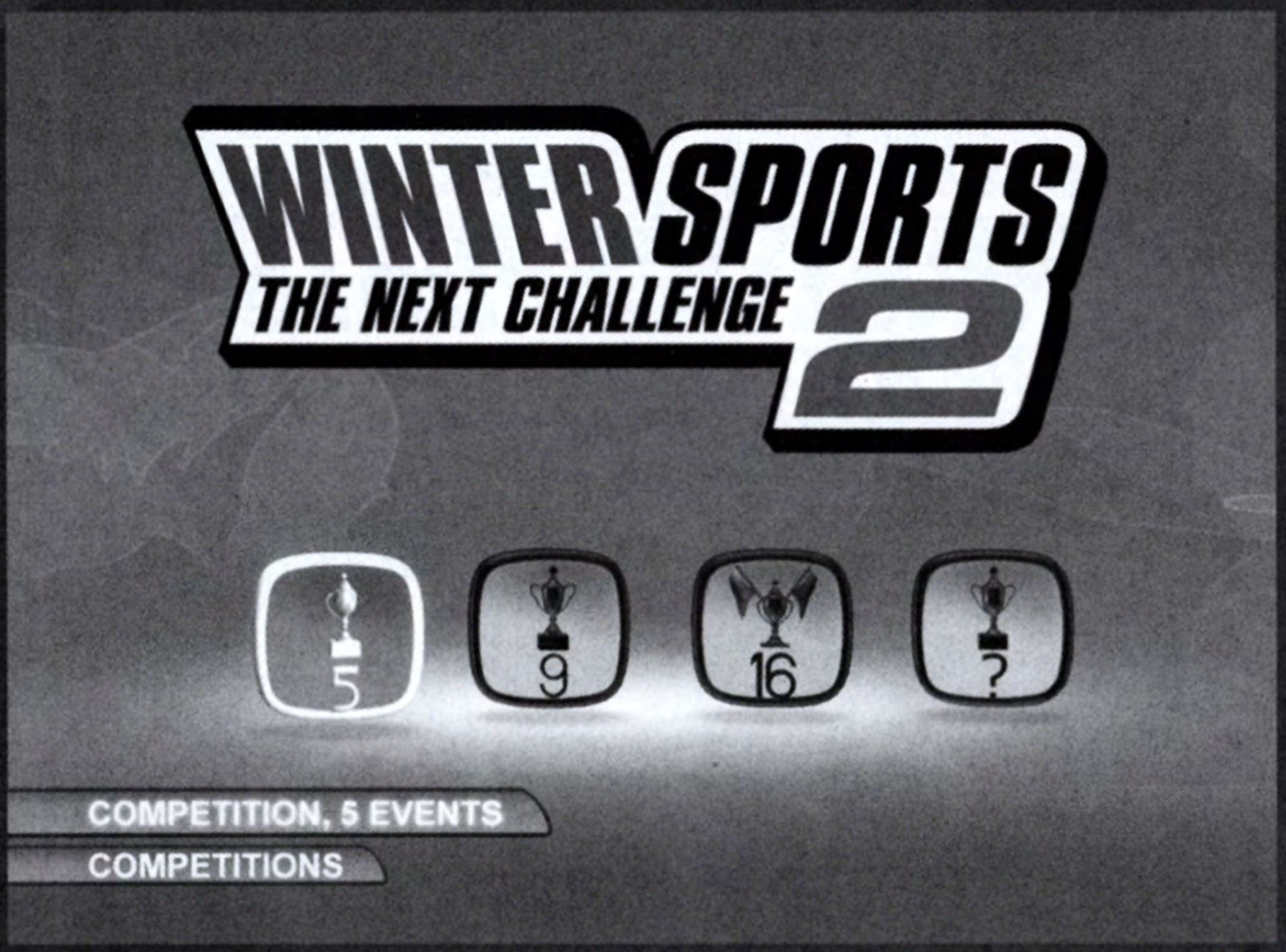
Before starting the game please make sure you have enough free space on the MEMORY CARD (8MB) (for PlayStation®2). Also make sure that the MEMORY CARD (8MB) (for PlayStation®2) is in MEMORY CARD slot 1 so that it can save your game scores.

NOTE: It is advised that you do not insert or remove accessories once the power is on.
NOTE: Please select your preferred language from the system configuration menu before commencing play. The language can also be changed in the main options menu.
NOTE: This title only supports use of the analog controller (DUALSHOCK®2).

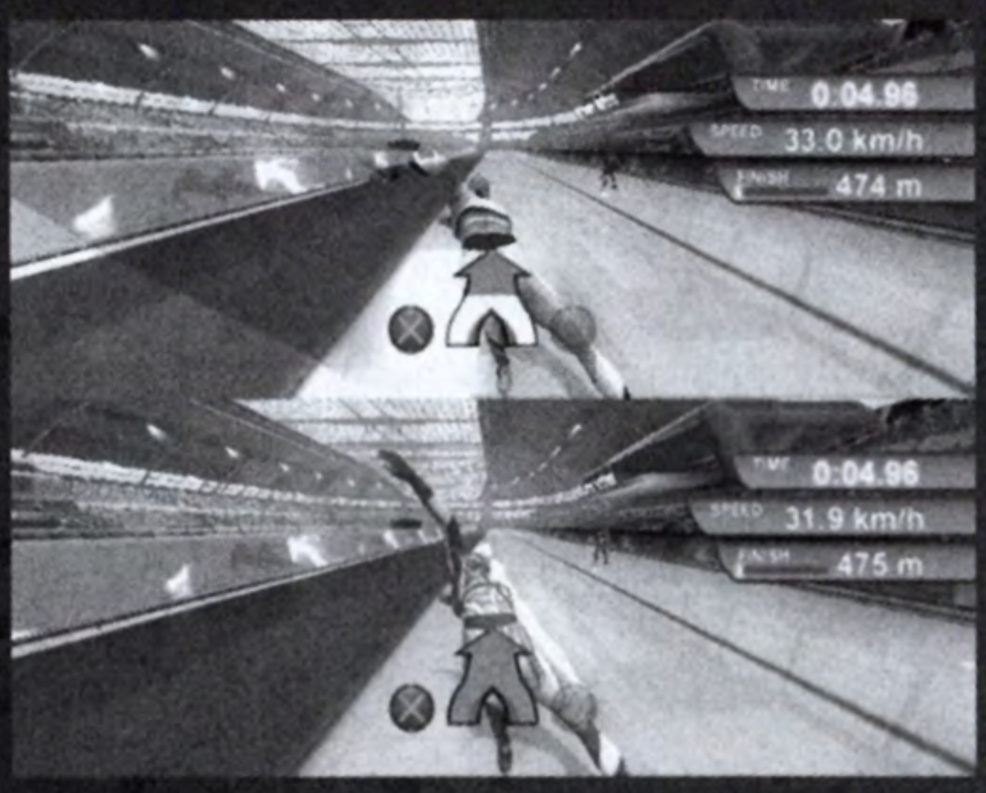
03 MAIN MENU

04 COMPETITIONS

In the Main Menu, select the symbol to see the competitions. The different competitions you can choose from will appear on the next screen. These are the Competition 5, Competition 9, Competition 16 and the Virtual Competition. If you choose Competition 5, Competition 9 or Competition 16, you get to the next screen which displays three symbols. You can start the competition with the left symbol, select the degree of difficulty with the symbol in the middle, and select the number of player settings with the right symbol. For creating your own Competition, please refer to chapter "Virtual Competition".



When you determine the number of players, you can either choose the Single Player Mode or the Multiplayer Mode, in which up to 4 players compete with each other. There is also a Split-Screen Mode, which allows two players to compete directly with each other, with one player using the upper half of the screen, the other one the lower half. Your rival being displayed in your own half of the screen as a "Ghost", you can see his position at any time in the competition. You can play the Split-Screen Mode in a competition as well as in a single discipline.



COMPETITION – 5 EVENTS (easy)

In this mode you compete in the following five events: Luge, Figure Skating, Alpine Skiing Downhill, Ski Jumping Large Hill and Speed Skating 500m.

Your rank and the presentation ceremony are displayed after each event. You get three points for a gold medal, two for silver, and one for bronze. The number of points you have gained in a competition determines the players' place in the ranking.

COMPETITION – 9 EVENTS (normal)

In this mode you compete in a selection of nine events. Your rank and the presentation ceremony are displayed after each event. This competition comprises the following disciplines: Snowboard Halfpipe, Bobsleigh two women, Biathlon, Alpine Skiing Super G, Figure Skating, Curling, Ski Jumping Normal Hill, Speed Skating 1500m and Skeleton.

COMPETITION – 16 EVENTS (hard)

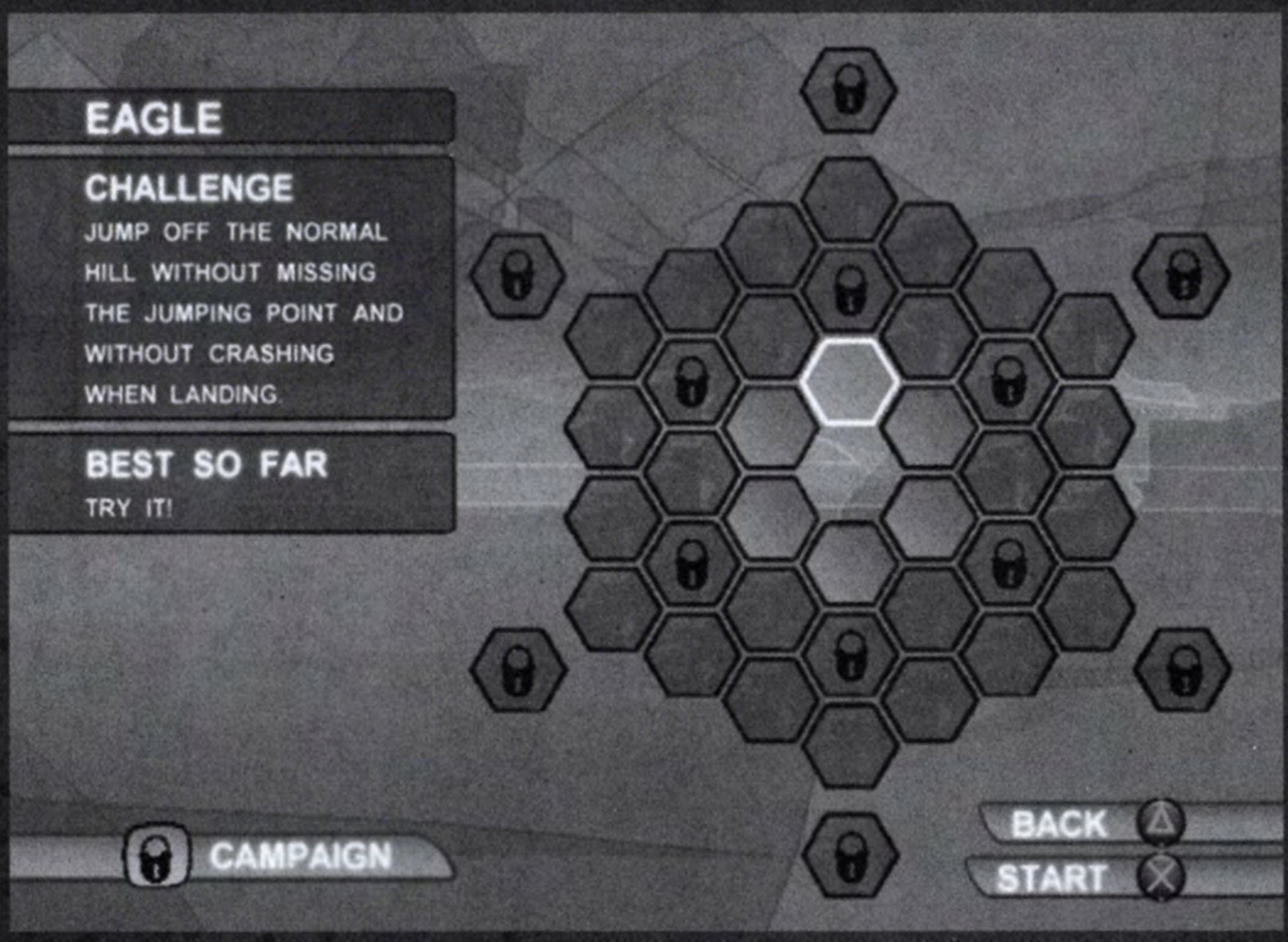
In this mode you compete in all 16 events. Your rank and the presentation ceremony are displayed after each event.

VIRTUAL COMPETITION

In this mode you can create your own competition, choosing from the single events available. Your competition can comprise a maximum of 16 disciplines. You can also choose one event several times. For each line, choose the discipline and venue of your choice, then confirm when you have finished. Note that some venues need to be unlocked in Campaign or Career mode first, before you can use them in the virtual competition.

05 CAMPAIGN

In Campaign Mode you can prove your skills. Show us what you are capable of! The different challenges are arranged as combs. When a comb is selected, the description of the challenge and the current record is displayed. The player starts in the center. The six adjacent combs are unlocked from the beginning. With every challenge you master the adjacent challenges are unlocked. There are 12 challenges depicting a lock. The inner locks become available as soon as all adjacent challenges have been completed. Each of the inner locks you master unlocks one of the outer locks. In these challenges, the player competes against the records of a Boss-Opponent. Once mastered, each lock-challenge unlocks a discipline/venue from previous Winter Sports titles. Beating all challenges will unlock the extreme level of difficulty. Every challenge can be replayed unlimited times. High scores are not taken into the records table.



06 CAREER

Choose an athlete and a nationality to proceed through the career mode. You can compete in 15 cups, of which only five are available right from the beginning. Unlocked cups can be played in any order you like. You need to place first in the final standings of a cup to unlock another cup. You will also be rewarded with venues from previous Winter Sports titles. After each event and each cup, the three leading athletes are rewarded with experience points which can be distributed to any discipline. Experience points improve your athlete's performance in different ways depending on the discipline. High scores are not entered into the records table.

The first five cups in the career are:

Rookie Cup

Skeleton	easy
Speed Skating 500m	easy
Halfpipe Snowboarding	easy

Zen Cup

Biathlon	easy
Luge	easy
Figure Skating	easy

Slide Cup

Speed Skating 500m	easy
Figure Skating	easy
Halfpipe Snowboarding	easy
Biathlon	easy

Big Time Cup

Ski jumping normal hill	easy
Two-Seater Bob	easy
Speed Skating 1500m	easy
Curling	easy

Groove Cup

Figure Skating	easy
Ski jumping large hill	easy
Skeleton	easy
Four-Seater Bob	easy
Halfpipe Snowboarding	normal

To save your progress in the game, quit your Career, go to the Options Menu and select 'Save Game'. In order to continue your Career where you left it, load the saved game under 'Load Game'.

07 SINGLE EVENTS

If you have opted for Single Disciplines in the Main Menu, you will first see the list of the sports at your disposal. After selecting one sport, you can choose the discipline. Then you get to the next screen. Before starting the event with the left symbol, you can select the degree of difficulty with the second symbol and set the player settings with the right symbol. First set the number of players, then enter a name for the players and choose their nationality. With the third symbol, you can set the venue. However, this option is only available after you have mastered the campaign.

Note: You can change the camera perspective in every discipline by pressing the △ button. You can also pause the game at any time by pressing the START button to go to the Menu and look at the instructions.

SNOWBOARD HALFPIPE

Halfpipe Snowboarding consists of two runs. The score of each run is added up for the final result. The athlete with the highest score wins. The halfpipe has a length of 160 meters and a height of 4,5 meters.

Controls

Start: Start a run by pressing the ⊗ button.

Steering/Tricks: Direct the athlete through the halfpipe with the left analog stick. Move towards the edge of the halfpipe to gain air. While in the air, you can perform tricks to score. The score depends on the difficulty of the performed trick. Move the left analog stick left or right to rotate in the air. You can grab the snowboard by pressing the ○ button (Nosegrab) or the □ button (Tailgrab).

When landing, be careful to adjust the snowboard at right angle to the halfpipe with nose or tail entering first. Your score decreases if you fall.

Tip: Combine spins and grabs for higher scores.

Advanced tricks can be performed by pressing the ⊗ button when approaching the edge of the halfpipe. The camera will focus on the athlete and a sequence of control symbols will appear. You need to carry out the required moves within four seconds to perform and land the trick properly.

ALPINE SKIING

There are four different alpine events in **Winter Sports 2**: Downhill, Super-G, Giant Slalom and Slalom.
Each discipline has its own feeling of control. In Downhill and Super-G, speed is most important whereas in Slalom the right rhythm makes all the difference. Slalom and Giant Slalom are the technical disciplines.

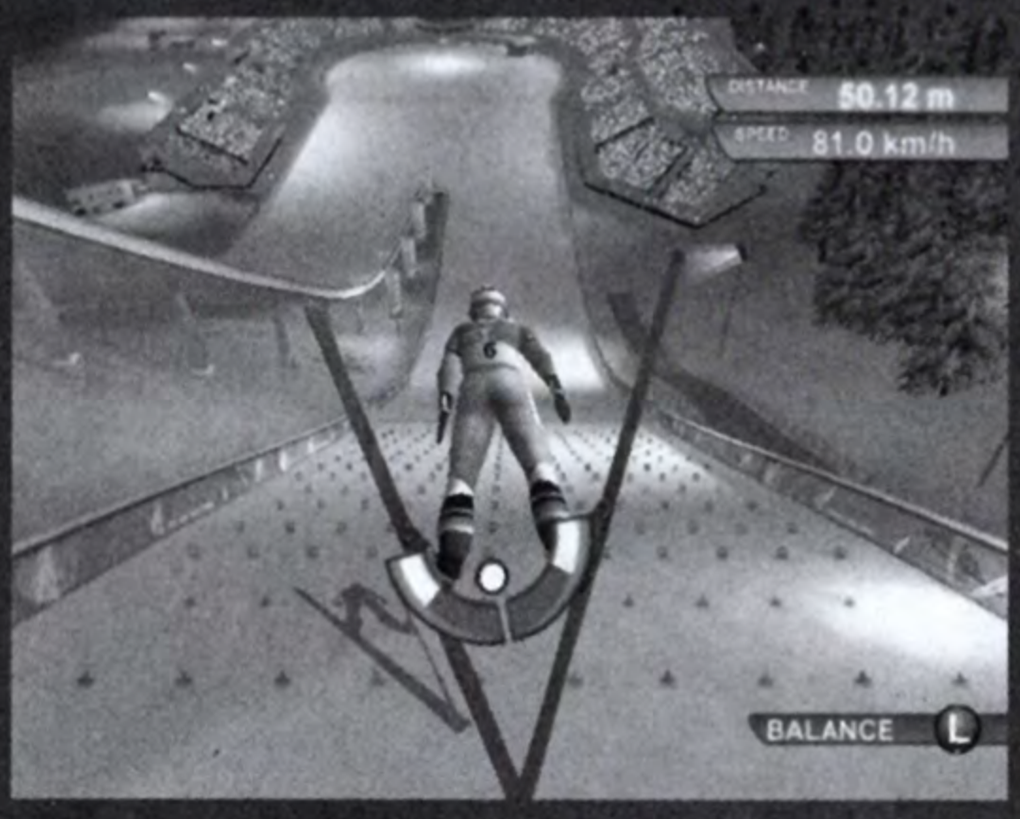
Controls

Start: At the start, the player has to push himself off with as much power as possible by pressing the ⊗ button at the right time, exactly when the ball passes the blue line in the center of the start display. Try to hit the blue line four times for a perfect start. Good timing can be worth some tenths of a second. If you don't press the button, the athlete will perform a weak start automatically after a few seconds.

Race: Press and hold the ⊗ button to crouch in order to gain speed. Use the left analog stick to steer left or right and direct the athlete through the gates. Press the ○ button to carve.

Note: The number of permitted gate faults depends on the respective degree of difficulty (easy = 5 faults; normal = 3 faults; hard = 0 faults). If you commit more faults than are permitted you are disqualified!

SKI JUMPING



In Ski Jumping you can choose between Normal Hill and Large Hill. The Large Hill has a longer inrun so that you can achieve longer distances than on the Normal Hill.

Controls

Start/Inrun: The windsock indicates wind direction and wind speed. Start the event by pressing the ⊗ button. Push off from the starting bar by pressing the ⊗ button to start the approach-run. There is an arched bar with a ball in its middle at the bottom of the screen. Keep your skier's balance by keeping the ball on the apex of the arch using the left analog stick.

Take Off: At the end of the ski jump the arched bar fills up from both sides. You can take off by pressing the ⊗ button. For long distances you have to take off as late as possible – but make sure not to miss the end of the jump table!

Flight/Landing: Keep your skier's balance like you did on the inrun by keeping the ball in the middle of the bar by using the left analog stick. The lower the skier gets, the more the display fills up with a vivid white bar. To protect your jumper from crashing down you need to press the ⊗ button to initiate the landing. The right moment is indicated by the size of the yellow bars.

Tip: Have a look at your jumper's shadow while landing. It is a good indicator for the right point of landing.

Score: After landing you will see your distance as well as the style scores of the five judges. The total score is the sum of the score for distance and the style score. The score for distance results from the distance itself and an individual factor, which depends on the K point of the ski jump.
The style score is the sum of the three scores of the judges that are taken into account (the highest and lowest scores are ignored). There are always two jumps which both count for the final score.

SPEED SKATING

In Speed Skating you can race over the ice at speeds of over 50 kilometers per hour, over distances of 500 or 1,500 meters – a challenge that demands great technical skill and athletic prowess.

Controls

Start: Start the race by pressing the ⊗ button and initiate the 'Ready-Steady-Go' countdown.

Run-Up: After the starting signal press the ⊗ and the ○ button alternately as fast as possible to charge your start speed. You are allowed one false start. After the second false start you are disqualified.
Race: After the starting phase you will need to find the right rhythm. Pressing the ⊗ and the ○ button in the right rhythm determines the pace.
On the straights the rhythm is slower than in the curves where you need to take faster and smaller steps.

Curves: In levels "normal", "hard" and "extreme" you need to use the left analog stick to steer the skater while moving to avoid drifting too far out of the curve.

SINGLE EVENTS

BIATHLON

Biathlon is a combination of cross-country skiing and rifle shooting. In a race over two laps, there is a shooting in prone position in the first lap, and another shooting in standing position in the second lap.

Controls

Start: Start the race with the ⊗ button. After a countdown from 3 to 1 and the starting signal press the ⊗ button to start as fast as possible. The closer you are to the right starting point the more powerful your start will be. This will be indicated by the display "Great" / "Perfect".

Race: Increase your speed by pressing the ⊗ button. Use the left analog stick to move to the right or to the left. The left bar indicates the power you are using. As long as it is blue you will race using a normal amount of effort. If it becomes red/yellow you are reaching your power limit. Racing beyond the power limit causes exhaustion and reduces the power you can use. Once blue arrows appear at the sides of the bar you can sprint. To do this, hold the ⊗ button. The more power you use the faster you can race, but the athlete will exhaust quickly, too. If you are going downhill you can crouch by pressing the ○ button to save power.

Shooting: When you reach the shooting range, the game will switch to aiming mode automatically. You can hold your breath by pressing the □ button so you can hold the gun steadily. Aim with the left analog stick. Fire by pressing the ⊗ button.

BOBSLEIGH

Four Men, Two Women

In this winter sport discipline a fast start is crucial. After the start, you have to steer the bob through the bends keeping as close to the racing line as possible and have

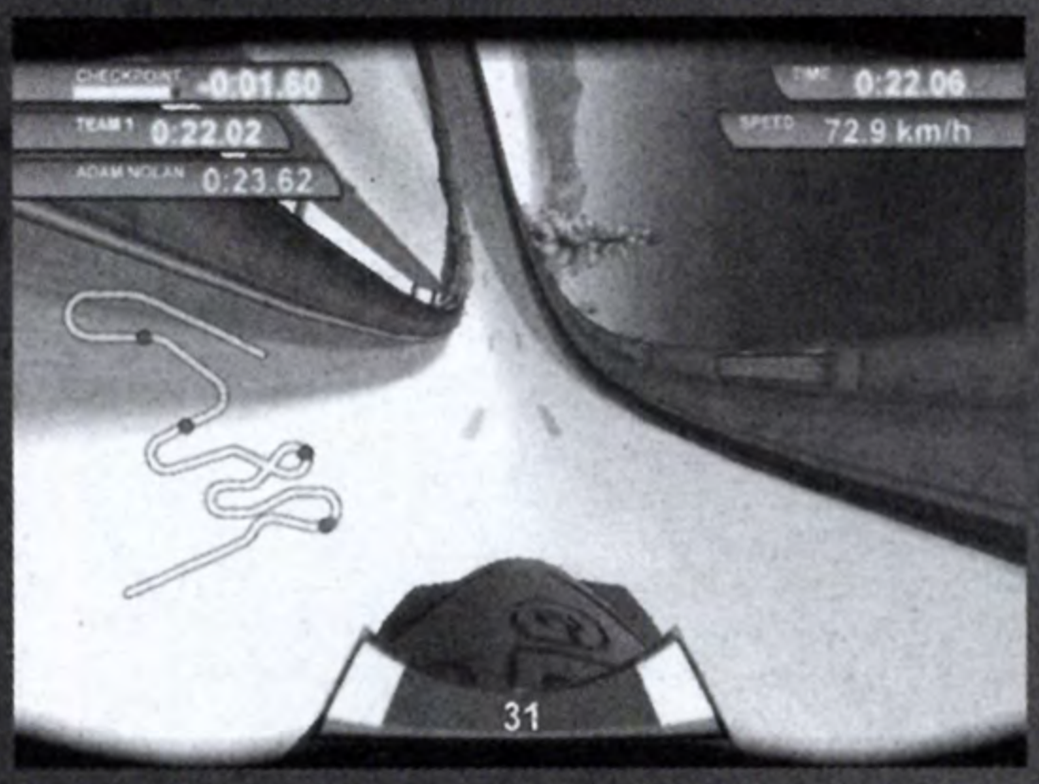
to avoid touching the boards at a speed of more than 100 kilometers per hour. You can choose if you wish to start in a four-seater or a two-seater bob.

Controls

Start: Start the race with the ⊗ button.

Pushing: Press the ⊗ button every time the gleaming dot is at the top and at the bottom of the display.

Steering: Steer your bob down the run with the left analog stick and try to avoid touching the boards. You will lose valuable seconds every time your bob touches the boards. The orange dashed lines indicate the racing line. Go into the bends pressing the □ button or the ○ button to increase the steering effect. During the race, a display indicates your performance on the bends as compared to the racing line. The diagram to the left of the screen displays your actual position on the track. The blue and red points indicate the intensity of your contact with the boards. A blue point means that you slightly touched the boards and slowed down a little. A red point indicates a serious collision with the boards and a significant reduction in speed.

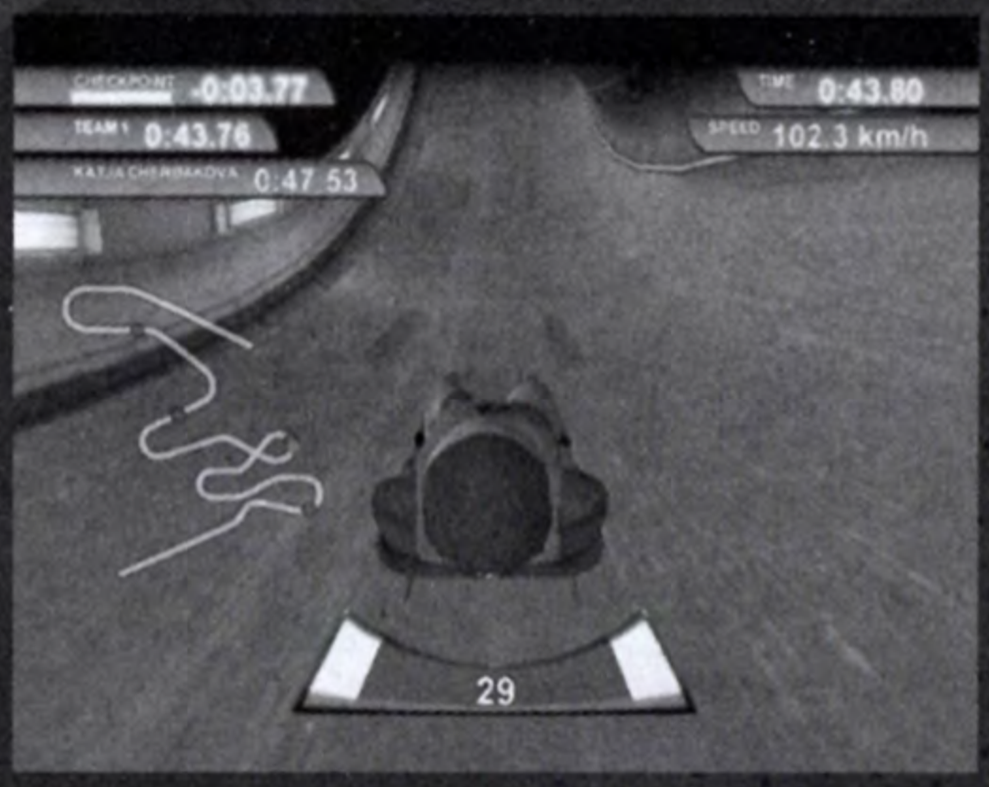


LUGE

Just as in Bobsleigh, a powerful start is crucial in Luge. You steer the sled by shifting your weight and by using thigh pressure.

Controls

Start/Run-Up: For a powerful start, press the ⊗ button when the Energy Bar is at the top.

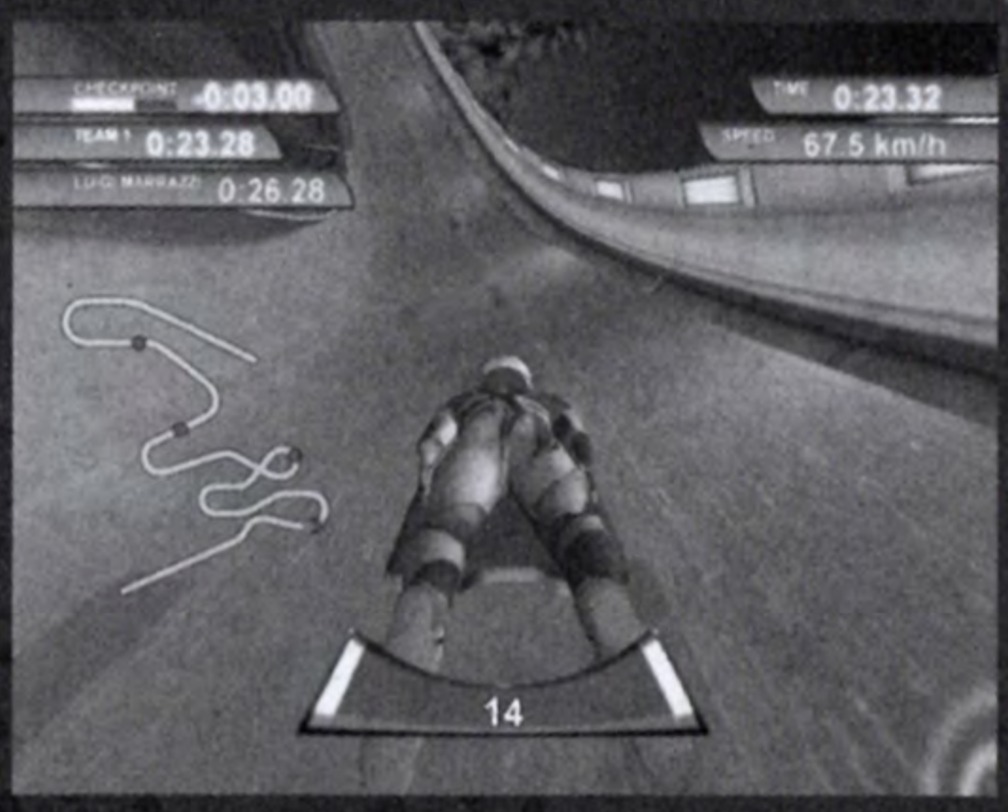


Steering: Steer your sled down the run with the left analog stick. The racing line is once again indicated by orange dashed lines. During the race, a display indicates your performance in the curves as compared to the racing line.

The diagram to the left of the screen displays your actual position on the track. The blue and red points indicate the intensity of your contact with the boards. A blue point means that you slightly touched the boards and slowed down a little. A red point indicates a serious collision with the boards and a significant reduction in speed.

SKELETON

Skeleton uses the same track as bobsleigh. The start is the same as in bobsleigh competitions. After the run-in of about 40 , the athlete takes his prone position on the sled, facing forward. Maximum speeds of 130kmh are reached. There are two runs, the times are added together to make a total time.



Controls

Start: Start the race with the ⊗ button.

Pushing: Press the ⊗ button every time the gleaming dot is at the top and at the bottom of the display.

Steering: Steer your skeleton down the run with the left analog stick and try to avoid touching the boards. You will lose valuable seconds every time your bob touches the boards.

The orange dashed lines indicate the racing line. Go into the bends by pressing the □ button or the ○ button to increase the steering effect. During the race, a display indicates your performance on the bends as compared to the racing line. The diagram to the left of the screen displays your actual position on the track. The blue and red points indicate the intensity of your contact with the boards. A blue point means that you slightly touched the boards and slowed down a little. A red point indicates a serious collision with the boards and a significant reduction in speed.

FIGURE SKATING

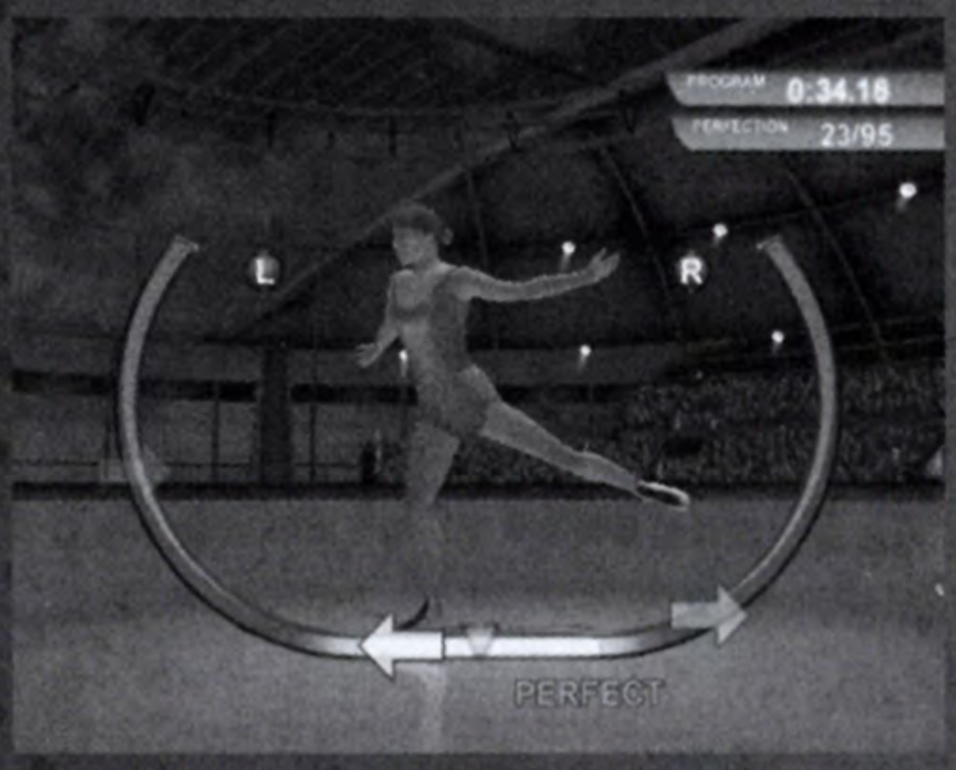


Figure skating is a sport in which the skaters perform elaborate spins, jumps and other moves. The Figure Skating event is held at night in the ice rink.

Controls

Start: Press the ⊗ button to start.
Skate: Arrows appear to the beat of the music. Once an arrow passes the middle of the display, move the respective analog stick into the required direction. Only accurate timing will lead to high scores. Inaccurate timing and missed moves can lead to a fall.

CURLING

In Curling you can choose between three modes: Game, Tournament, and Simulation. The teams take turns throwing stones. Try to place your stones as close to the middle as you can, try to remove your opponents' stones from the circles, and to protect your stones against theirs. In level "easy" there are 4 throws per round, in levels "normal" and "hard" there are 8 throws.

Game

If you choose the "Game" Mode you play against a computer generated opponent. The closer you place your stone to the inner circle, the more points you will get. The team with the most stones close to the middle wins the game.

Tournament

In "Tournament" Mode you play directly against one or several of your friends instead of an AI opponent in "Game" Mode. You can take part in a "Tournament" with up to four players. They will all play against each other. There are two rounds in this mode.

Simulation

In 'Simulation Mode' teams take turns throwing stones. A draw decides the starting team. There are ten rounds in this mode. The number of stones that are closer to the middle than the closest stone of the opponents makes the number of points you win. The team that has won a round has to start the next one. The team with the most points after 10 rounds wins the game.

Controls

Aiming/Throwing: With the big marker arrow you can determine the direction in which you want to throw your stone using the left analog stick. To take a swing keep pressed the ⊗ button until the white Power Display in the arrow has reached a certain position. This position corresponds to the position marked on the playing surface. If you release the button the stone is thrown.

Curl: If you want to give the stone a spin move the left analog stick into the appropriate direction while gathering power. The longer you keep the stick in this direction the stronger the spin will be.

Sweeping: When the stone is on the track you can sweep the surface with the ⊗ button to increase its speed. Keep in mind that this influences the effect of the spin.
Fast Forward: Press the ○ button or the up directional button after throwing the stone to fast-forward.

08 RECORDS

The Records Menu displays the records for each event and each competition.

09 OPTIONS

LOAD GAME

In this menu item you can load a saved score at any time. Make sure that the memory card (8MB) (for PlayStation®2) is in MEMORY CARD slot 1.

SAVE GAME

In this menu item you can save your actual score at any time. Make sure that the memory card (8MB) (for PlayStation®2) is in MEMORY CARD slot 1.

GAME OPTIONS

Visual Aid: Turn all visual aid on or off. (e. g. arrows above gates in Alpine Skiing, colored edge in snowboard and racing line in Bob, Luge and Skeleton)

OPTIONS

Ghost: Switch the Ghost Function on or off. The "Ghost" driver races down the track with the best time you have achieved on this track as of yet. The Ghost Function allows you to improve your time, track accuracy, and timing. So this mode is an additional challenge for you.

Show Key Assignment: You can choose whether or not to display the control support for the analog controller (DUALSHOCK®2) during the competition.

Ceremonies: You can choose whether or not you wish to see the presentation ceremony at the end of each discipline.

Vibration: Switch the vibration of the analog controller (DUALSHOCK®2) on or off.

Language: Select English or French for the texts in the game and menu, as well as for the commentators.

SOUND

You can adjust the volume for the commentators, sound effects, and music in the game and in the menu.

CREDITS

You can view a list of people who took part in the development of this game.

NOTES

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